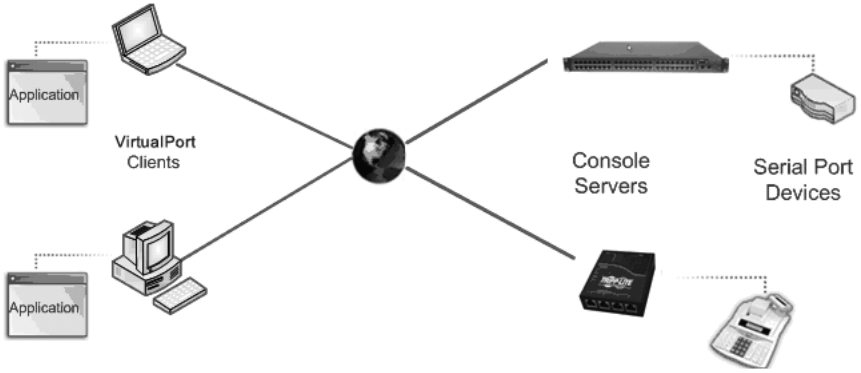
Quick Start Guide

VirtualPort Software

For B092-016, B095-003-1E-M, B095-004-1E,
B096-016 and B096-048

Tripp Lite's *VirtualPort* software delivers the virtual serial port technology your Windows® applications need to open remote serial ports and read the data from serial devices that are connected to your *console server*.



VirtualPort works with all Tripp Lite Console Servers (the B096-016 / B096-048 Console Server Management Switch, the B092-016 Console Server with PowerAlert and the B095-003-1E-M / B095-004-1E Console Servers).

You are licensed to install *VirtualPort* on one or more computers for accessing any serial device connected to any Tripp Lite *Console Server* port.

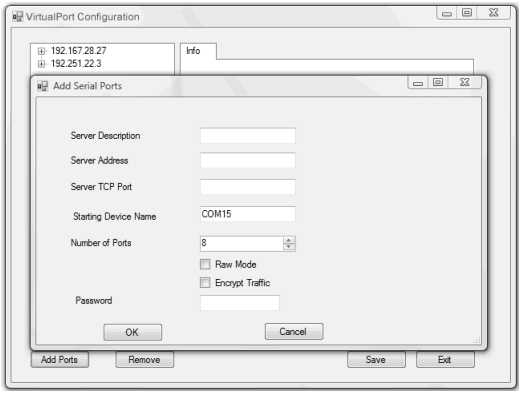
This Quick Start walks you through basic configuration. For more detail please refer to the *VirtualPort* chapter in the *User Manual* on the CDROM.

1111 W. 35th Street, Chicago, IL 60609 USA
www.tripplite.com/support

Copyright © 2010 Tripp Lite. All rights reserved. All trademarks are the property of their respective owners.

VirtualPort for Windows

- The *VirtualPort_setup.exe* program is included on the CD supplied with your *console server*. Double click to start installation.
- Click the *VirtualPort* icon on your desktop to start the client.
- Click on *Add Ports* and specify a name to identify the connection in the "Server Description " tab.



- Enter the *console server's* IP address (or network name).
- Enter the *Server TCP Port* number that matches the port you have configured for the serial device on the remote console server. Ensure this port isn't blocked by firewall.

  o Telnet *RFC2217* mode is configured by default so the range of port numbers available on a 16-port console server would be 5001-5016

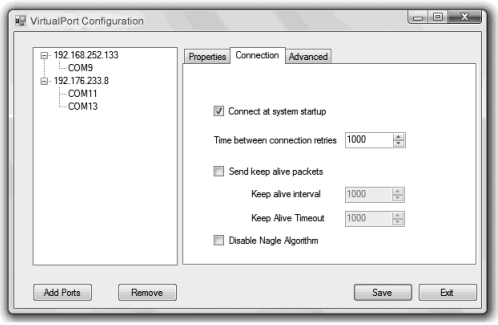
  o Alternately check *RAW* mode (4001- 4048 on a 48 port console server)

Note: *Encrypted mode enables SSL/TLS encryption of the data going to the port and you will need to enter a Password. This mode requires firmware 3.1 in the console server (which will be available in Feb. 2010).*

- Select the starting COM port (COM1 to COM4096) and the number of ports to be added (sequential port numbers will be assigned automatically). Click **OK**.

Configuring a COM Port

- To configure a COM port simply click on the desired COMx label.
- You can then configure the COM port in the *Connection* and *Advanced* windows:



201001081 93-2978.indd 2 2/1/2010 3:26:21 PM

VirtualPort for Windows continued

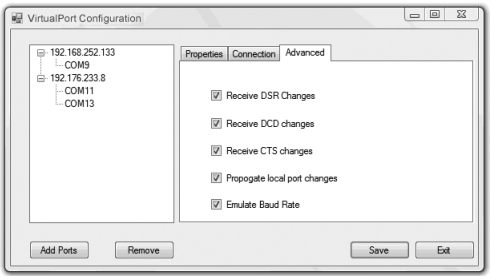
Connection

- **"Connect at system startup"**—When enabled *VirtualPort* will try to connect to the *console server* when the *VirtualPort* service starts (as opposed to waiting for the application to open).
- **"Time between connection retries"** specifies the number of seconds between TCP connection retries after a client-initiated connection failure. Valid values are 1-255. (The default is 1000 milliseconds and *VirtualPort* will continue attempting to reconnect forever to the *console server* at this interval.)
- The **"Send keep-alive packets"** option tests if the TCP connection is still up when no data has been sent for a while by sending keep-alive messages. Select this option and specify period of time (in milliseconds) after which *VirtualPort* sends a command to remote *console server* end in order to verify connection's integrity and keep the connection alive.
- The **"Keep-Alive Interval"** specifies the number of seconds to wait on an idle connection before sending a keep-alive message. The default is 1000 milliseconds. The **"Keep-Alive Timeout"** specifies how long *VirtualPort* should wait for a keep-alive response before timing out the connection.

Note: *In the event of a* ***"Keep-Alive Timeout",*** *ensure the remote serial device is connected to the nominated port on your remote console server and the serial port has been configured, i.e. set the RS232 Common Settings such as baud rate, select console server mode for the port and specify the appropriate protocol to be used (RAW TCP, RFC2217 or VirtualPort Secure mode for encrypted communication). Also ensure you can access the console server.*

- **"Disable Nagle Algorithm"—**The Nagle Algorithm is enabled by default and it reduces the number of small packets sent by *VirtualPort* across the network.

Advanced



- Check **"Receive DSR/DCD/CTS changes"** if the flow control signal status from the physical serial port on *console server* is to be reflected back to the Windows COM port driver (as some serial communications applications prefer to run without any hardware flow control i.e. in "two wire" mode).

201001081 93-2978.indd 3 2/1/2010 3:26:21 PM

VirtualPort for Windows continued

- The **"Propagate local port changes"** allows complete serial device control by the Windows application so it operates exactly like a directly connected serial COM port. It provides a complete COM port interface between the attached serial device and the network, providing hardware and software flow control. So the baud rate, etc. of the remote serial port is controlled by the settings for that COM port on a Windows computer. If not selected then the port serial configuration parameters are set on the console server.

- With the **"Emulate Baud Rate"** selected, *VirtualPort* will only send data out at the baud rate configured by the local application using the COM port.

Tripp Lite follows a policy of continuous improvement. Product specifications are subject to change without notice.

1111 W. 35th Street, Chicago, IL 60609 USA
www.tripplite.com/support

201001081 • 932978-EN

201001081 93-2978.indd 4 2/1/2010 3:26:21 PM